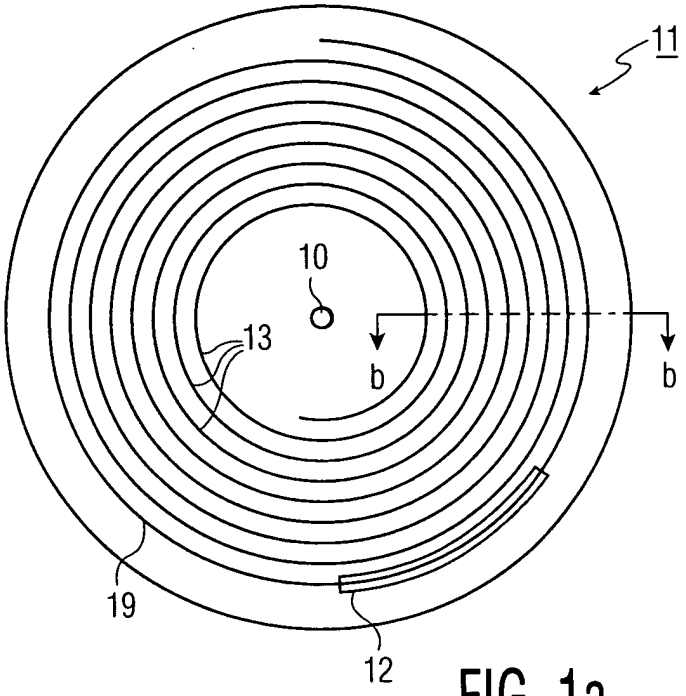

FIG. 1a

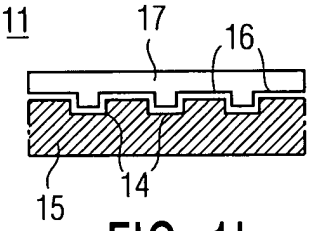

FIG. 1b

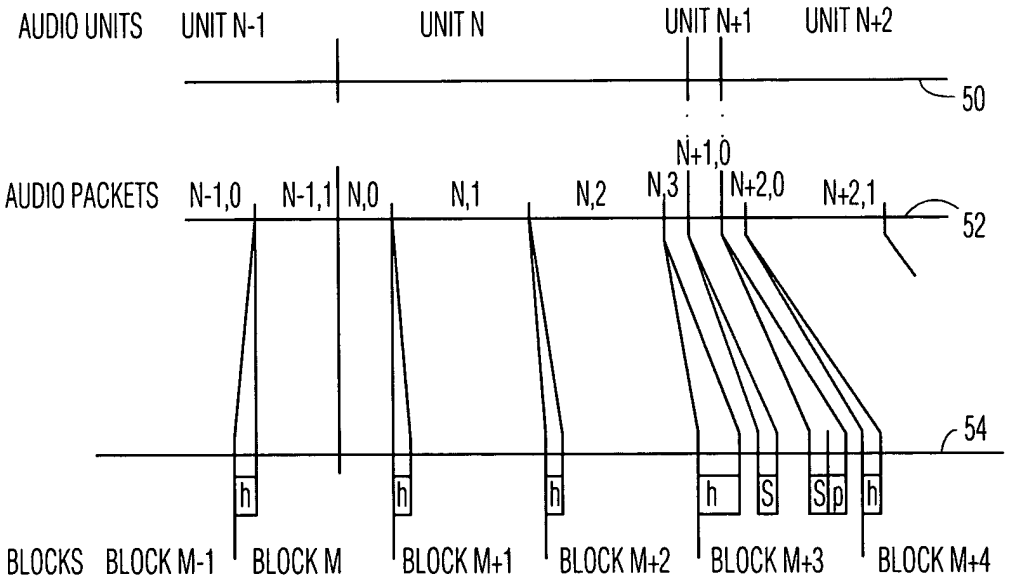

FIG. 4

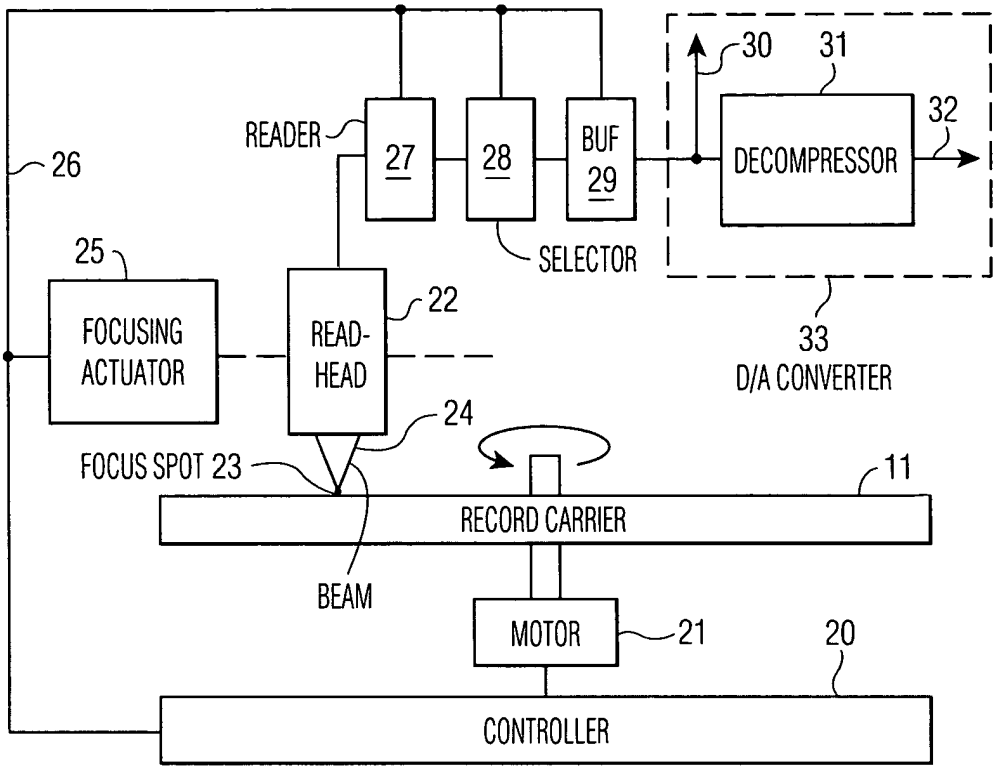
30
31
32
READER
27
28
BUF
29
DECOMPRESSOR
26
SELECTOR
25
22
FOCUSING
ACTUATOR
READ-
HEAD
33
D/A CONVERTER
24
FOCUS SPOT 23
11
RECORD CARRIER
BEAM
MOTOR
21
20
CONTROLLER

FIG. 2

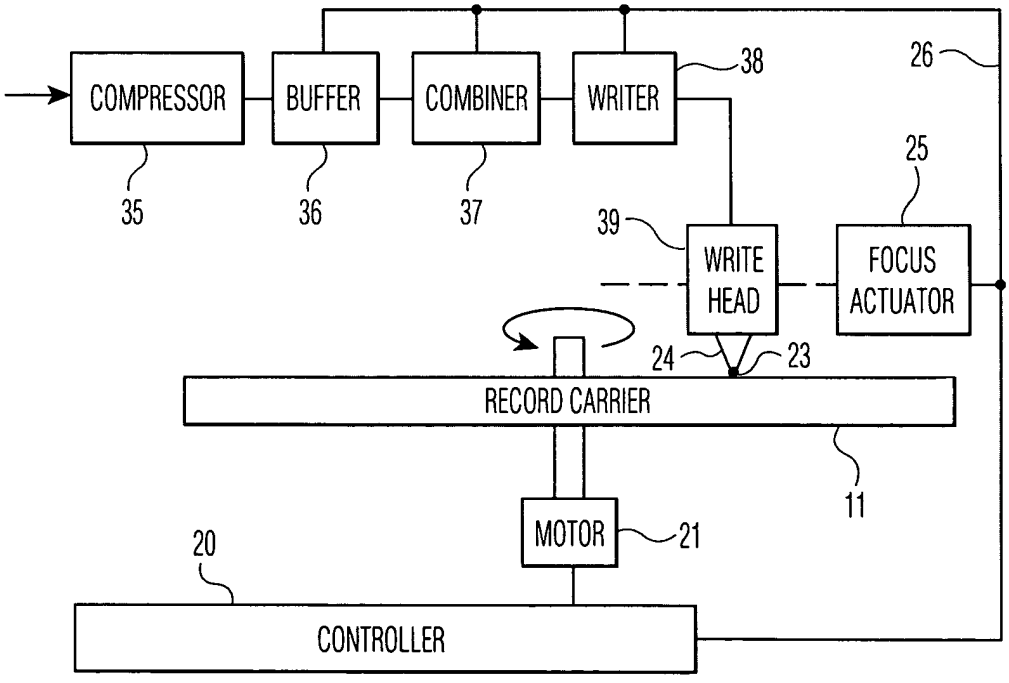
COMPRESSOR
BUFFER
COMBINER
WRITER
38
26
35
36
37
25
39
WRITE
HEAD
FOCUS
ACTUATOR
24
23
RECORD CARRIER
11
MOTOR
21
20
CONTROLLER

FIG. 3

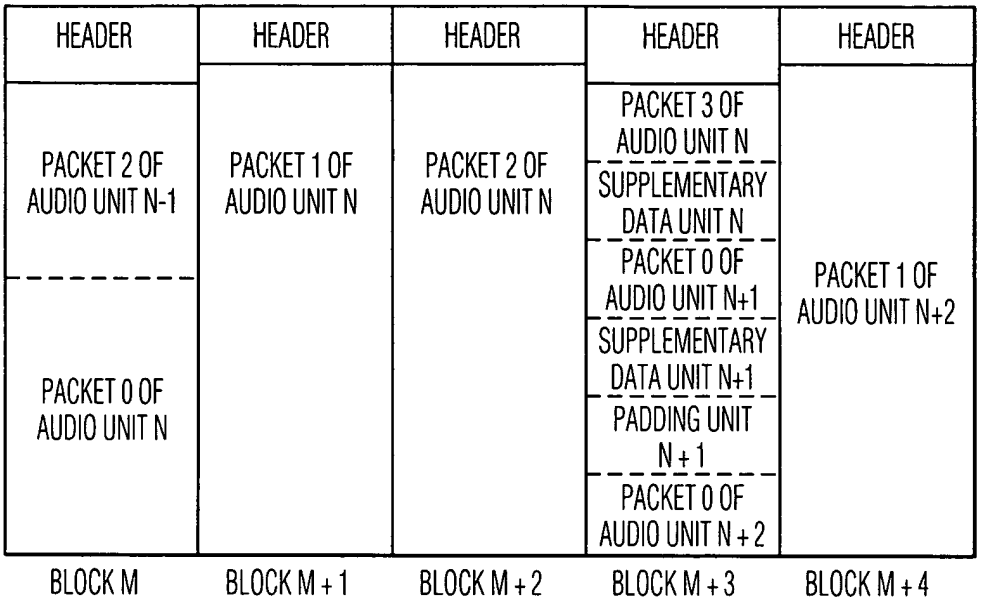
HEADER
HEADER
HEADER
HEADER
HEADER
PACKET 2 OF AUDIO UNIT N-1
PACKET 0 OF AUDIO UNIT N
PACKET 1 OF AUDIO UNIT N
PACKET 2 OF AUDIO UNIT N
PACKET 3 OF AUDIO UNIT N
SUPPLEMENTARY DATA UNIT N
PACKET 0 OF AUDIO UNIT N+1
SUPPLEMENTARY DATA UNIT N+1
PADDING UNIT N + 1
PACKET 0 OF AUDIO UNIT N + 2
PACKET 1 OF AUDIO UNIT N+2
BLOCK M
BLOCK M + 1
BLOCK M + 2
BLOCK M + 3
BLOCK M + 4

FIG. 5

```
                                                    # bits
audio_mux_stream () {
    for (i=0;<N_audio_blocks; n++)
    {
        audio_block ()                              audio_block_length
    }
}

                                                    # bits
audio_block () {
    audio_block_header ()

    for (i=0;<N_packets; i++)
    {
        packet(datatype [i])                        packet_length [i]
    }
}
```

FIG. 6

```
                                                    # bits
audio_block_header ( ) {
    non_audio_unit_start                            1

    if (non_audio_unit_start=0 ) {
        packet_audio_unit_start                     1
        time_code                                   30
    }
    next_unit                                       4
    N_packets                                       3

    for (i=0;i<N_packets; i++)
    {
        data_type [i]                               5
        length [i]                                  11
    }
}
```

FIG. 7

Data_type	CONTENT
00000-00111	RESERVED
01000	NON LOSSLESS CODED DSD 64 Fs STEREO
01001-10101	RESERVED
10110	LOSSLESS CODED DSD 48Fs STEREO
10111	LOSSLESS CODED DSD 48Fs MULTI CHANNEL
11000	LOSSLESS CODED DSD 64Fs STEREO
11001	LOSSLESS CODED DSD 64Fs MULTI CHANNEL
11010-11011	RESERVED
11100	CD TEXT
11101-11110	RESERVED
11111	STUFFING

FIG. 8

	# bits	format	value
Audio_Header ( ) {			
N_Packets	3	Uint3	1..7
N_Frame_Starts	3	Uint3	0..7
Reserved	1	Uint1	0
Lossless_Coded	1	Uint1	
for (p =1; p < = N_Packets; p ++)			
Packet_Info ( ) [p]	16	Packet_Info	
for (f =1; f < = N_Frame_Starts; f++)			
Frame_Info ( ) [f]	24 or 48	Frame_Info	
}			

FIG. 9

	# bits	format	value
Packet_Info [p] {			
Frame_Start	1	Uint1	1..0
Reserved	1	Uint1	0
Data_Type [p]	3	Data_Type	2, 3, 7
Packet_Length [p]	11	Uint1	1..2045
}			

FIG. 10

VALUE	DEFINITION
0 .. 1	RESERVED
2	AUDIO PACKET
3	SUPPLEMENTARY DATA PACKET
4 .. 6	RESERVED
7	PADDING

FIG. 11